

# Dreadfallen Creeper

March 10, 2024



Medium undead, chaotic evil

**Armor Class** 13 (natural armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

**Saving Throws** Dex +3, Con +3

**Skills** Stealth +5

**Damage Vulnerabilities** radiant

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** blindsight 60 ft., darkvision 60 ft., passive Perception 10

**Languages** Infernal Sign

**Challenge** 1 (200 XP)

**Dark Connection.** The creeper draws power from the dreadfallen, gaining additional abilities as it gets closer. These abilities are cumulative.

- **Shrouded Presence (41-50 feet away).** The creeper gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- **Cloaked Grasp (31-40 feet away).** The creeper gains advantage on Dexterity (Stealth) checks and its grapple escape DC increases to 14.
- **Jaws of Death (30 feet or less).** The creeper's attacks deal an additional 2 (1d4) necrotic damage.

## Actions

**Multiattack.** The creeper makes two attacks, one with its Grasping Claws and one with its Toxic Bite.

**Grasping Claws.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (2d4 + 2) slashing damage, and the target is grappled (escape DC 12). Until this grapple ends, the creature is restrained, and the creeper can't grapple another target.

**Toxic Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage + 2 (1d4) necrotic damage.

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# Dreadfallen

March 10, 2024



Huge undead, chaotic evil

**Armor Class** 13 (natural armor)

**Hit Points** 115 (11d12 + 44)

**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	3 (-4)	19 (+4)	11 (+0)	16 (+3)	14 (+2)

**Saving Throws** Str +8, Con +8

**Skills** Perception +11, Stealth +0

**Damage Vulnerabilities** radiant

**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** blindsight 60 ft., darkvision 60 ft., passive Perception 21

**Languages** Infernal Sign

**Challenge** 9 (5,000 XP)

**Turn Resistance.** The dreadfallen has advantage on saving throws against any effect that turns undead.

## Actions

**Multiattack.** The dreadfallen makes two attacks with its Grasping Arms or Howling Skull, and makes one attack with its Biting Jaws per grappled target.

**Biting Jaws.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (4d4 + 4) piercing damage.

**Grasping Arms.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is restrained (escape DC 16). The dreadfallen can keep up to four targets restrained.

**Howling Skull.** Ranged Weapon Attack: +8 to hit, range 30 ft., one target. Hit: 11 (2d6 + 4) thunder damage. The dreadfallen uses an arm to hurl a skull at a target which explodes with a deep howl on impact.

## Legendary Actions

The dreadfallen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dreadfallen regains spent legendary actions at the start of its turn.

**Nightmarish Scream.** The dreadfallen emits a cacophonous scream of many tortured voices. Each creature within 30 feet of the dreadfallen who can hear must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Leg Extension.** Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage. The dreadfallen

uses an arm to grasp a leg and uses it as a club.

**Spawn Creeper (Costs 2 Actions).** The dreadfallen creates a [creeper](#) in an unoccupied space within 10 feet of it. The creeper acts on its own initiative count. Creepers cannot move more than 60 feet from the dreadfallen. Additionally, if a creeper takes radiant damage in the same round it is destroyed, the dreadfallen takes radiant damage equal to the amount of radiant damage dealt to the creeper in that round. Destroying the dreadfallen also destroys all remaining creepers.

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# Talontula

March 10, 2024



Tiny undead, neutral evil

**Armor Class** 12

**Hit Points** 22 (5d4 + 10)

**Speed** 20 ft., climb 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	2 (-4)	10 (+0)	3 (-4)

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 10

**Languages** –

**Challenge** 1/4 (50 XP)

**Disturbing Presence.** Any creature hostile to the talontula that starts its turn within 10 feet of the talontula must make a DC 11 Wisdom saving throw, unless the talontula is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the talontula's Disturbing Presence for the next 24 hours.

## Actions

**Multiattack.** The talontula makes two attacks: one with its Choking Grasp and one with its Thumb Mandibles.

**Choking Grasp.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) necrotic damage and the talontula grasps a large or smaller target's neck. While grasping, the talontula doesn't attack. Instead, at the start of each of the talontula's turns, the target takes 4 (1d6 + 1) necrotic damage and 4 (1d4 + 2) piercing damage. The target must succeed on a DC 11 Constitution saving throw or be unable to speak or breathe until the start of the talontula's next turn.

A creature, including the target, can remove the talontula with a successful DC 11 Strength check.

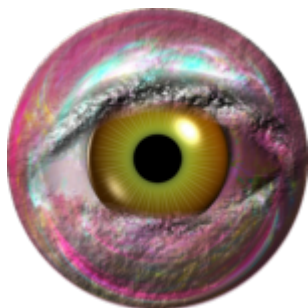
**Thumb Mandibles.** Melee Weapon Attack: +4 to hit, reach 5 ft.,

one target. Hit: 4 (1d4 + 2) piercing damage.

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# An Eye for an Eye

March 10, 2024



## A Ready-to-Roll: Feyweather Friends Add-on Encounter

This is a work in progress.

### Trigger Warnings

This encounter includes violence, danger to people and animals, and eyeballs.

### All eyes are on you!

Can you free a helpless forest creature from aberrant corruption?

This encounter is for 1–2 characters of any level.

# Synopsis

While traveling through the Far Realm-infused forest, the hero finds a bush with eyeball berries ensnaring a distressed woodchuck. The bush, a gazeberry bush, is transforming the woodchuck into a floating eye minion, an oculing. The hero must navigate the bush's magical eye beams while freeing the woodchuck before it's too late. At higher levels, already transformed oculings join the fray.

## Adventure Hooks

While designed as an add-on encounter for Ready to Roll: Feyweather Friends, this standalone encounter works in any fantasy forest, especially in adventures with aberrations and other Far Realm-inspired encounters.

## Where are we?

This encounter takes place in the woods on the way to the shrine.

## A Treat for the Eyes

As the hero traverses the woods, the chittering of a distressed woodchuck fills the air. On investigation, the hero finds a woodchuck wrapped in the roots of a bush that resembles a blueberry bush, except the berries are eyeballs. The roots glow magenta and begin to surround it like a cocoon, and the woodchuck struggles as streaks of red light beneath its fur gradually shift to magenta.

The bush, a **gazeberry bush**, is transforming the woodchuck into an **oculing**, drawing sustenance from its life force, turning it



into a minion that will protect it and lure more creatures to it.

## The Apple of My Eye

At higher levels, add existing **oculings** equal to half the total character levels, rounding up. They hang by their eyelids in an adjacent tree and look like magenta apples until the hero moves within thirty feet of the gazeberry bush, which causes them to attack.

## Dramatis Personae

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### Gazeberry Bush

Small aberration, unaligned

**Armor Class** 10

**Hit Points** 27 (6d6 + 6)

**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	2 (-4)

**Skills** Perception +2

**Damage Vulnerabilities** fire

**Damage Immunities** piercing

**Condition Immunities** deafened, frightened, prone

**Senses** darkvision 60 ft., passive Perception 12

## Languages –

Challenge 0 (10 XP)

### Actions

**Eye Beam.** The bush can use its action to shoot a magical eye beam. Roll a d4 to determine the effect:

**1. Ray of Blinking.** The target must succeed on a DC 12 Intelligence saving throw or randomly teleport to an unoccupied space within 30 feet.

**2. Ray of Confusion.** The target must succeed on a DC 12 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

**3. Ray of Deception.** The target must succeed on a DC 12 Wisdom saving throw or believe that the eyes on the bush are delicious blueberries and will use its next action to move toward the bush to attempt to eat one. Targets with Eating Disruption apply the trait's effects to the Wisdom saving throw, and targets with an Allergy (Ingested) have a +[IE] bonus to the save as it habitually considers food safety before eating. If it eats a gazeberry, it must succeed on a DC 14 Constitution saving throw or become poisoned and blinded for one minute.

**4. Ray of Disorientation.** The target must succeed on a DC 12 Dexterity saving throw or have disadvantage on attack rolls and Dexterity saving throws until the end of the bush's next turn.

**Grasping Roots.** Melee Weapon Attack: +4 to hit, reach 5 ft., one small or tiny creature. Hit: The target is grappled (escape DC 12). Until this grapple ends, the creature is restrained, and the bush can't grasp another target.

## Oculing

Tiny aberration, unaligned

**Armor Class** 12

**Hit Points** 5 (2d4)

**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	2 (-4)	12 (+1)	2 (-4)

**Skills** Perception +3

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 13

**Languages** –

**Challenge** 1/4 (50 XP)

**Immutable Form.** The oculing is immune to any spell or effect that would alter its form. It can be restored to its original form with a Remove Curse spell.

## Actions

**Eye Beam.** The oculing can use its action to shoot a magic eye beam. Roll a d4 to determine the effect:

1. **Ray of Expulsion.** The target must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) force damage and be pushed ten feet away from the Oculing.
  2. **Ray of Enervation.** The target must succeed on a DC 12 Strength saving throw or have disadvantage on Strength-based attack rolls and Strength checks for 1 minute.
  3. **Ray of Brilliance.** The target must succeed on a DC 12 Constitution saving throw or be blinded for 1 minute.
  4. **Ray of Terror.** The target must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute.
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## Undead Guardian Hound

March 10, 2024



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Medium undead, lawful evil

**Armor Class** 15 (natural armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

**Skills** Perception +5

**Damage Immunities** necrotic

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** understands Common but can't speak it

**Challenge** 3 (700 XP)

**Keen Hearing and Smell.** The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 ft. of the creature and the ally isn't incapacitated.

## Actions

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) necrotic damage.

**Death Breath (Recharge 5-6).** The hound exhales rotting goo in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

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# Undead Countess

March 10, 2024



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Medium undead (zombie), neutral evil

**Armor Class** 10 (natural armor)

**Hit Points** 37 (5d8 + 15)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

**Damage Immunities** necrotic

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands Common but can't speak

**Challenge** 1/4 (50 XP)

**Rotting Burst.** When the Countess dies, it explodes in a burst of rotting flesh. Each creature within 20 ft. of it must make a DC 13 Dexterity saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

**Undead Fortitude.** If damage reduces the Countess to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the Countess drops to 1 hit point instead.

## Actions

**Slam.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) bludgeoning damage.

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# Undead Count

March 10, 2024



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Medium undead (mummy), lawful evil

**Armor Class** 11 (natural armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 20 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
16 (+3)	8 (-1)	15 (+2)	16 (+3)	8 (-1)	14 (+2)

**Saving Throws** Wis +1

**Damage Vulnerabilities** fire

**Damage Immunities** necrotic, bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Abyssal, Common, Infernal

**Challenge** 3 (700 XP)

## Actions

**Multiattack.** The Count can use its Dreadful Glare and makes one attack with its rotting fist.

**Dreadful Glare.** The Count targets one creature it can see within 60 ft. of it. If the target can see the Count, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the Count's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all [mummies](#) (but not [mummy lords](#)) for the next 24 hours.



**Rotting Fist.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the [Remove Curse](#) spell or other magic.

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# Chillwraith

March 10, 2024



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Medium undead (wraith), neutral evil

**Armor Class** 12

**Hit Points** 60 (8d8 + 24)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	12 (+1)

**Saving Throws** Wis +3

**Skills** Survival +3

**Damage Resistances** acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 11

**Languages** understands Common and Orc

**Challenge** 4 (1,100 XP)

**Incorporeal Movement.** The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Chilling Presence.** Any creature that starts its turn within 10 feet of the wraith must succeed on a DC 11 Wisdom saving throw or take 5 (2d4) cold damage and have its speed reduced by 10 feet until the start of its next turn. On a successful save, the creature takes half damage and isn't slowed.

**Ethereal Sight.** The wraith can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Turn Immunity.** The wraith is immune to effects that turn undead.

## Actions

**Freezing Grasp (Recharge 5-6).** The wraith targets one creature it can see within 10 feet of it. The target must succeed on a DC 12 Wisdom saving throw or be restrained for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Icy Touch.** Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 16 (4d6 + 2) necrotic damage.

**Snowstorm.** The wraith can summon a small snowstorm in a 15-foot cone. Each creature in that area must make a DC 12 Wisdom saving throw. On a failed save, a creature takes 14 (4d6) cold damage and is unable to take reactions until the start of its next turn. On a successful save, the creature takes half damage and can still take reactions.

## Bonus Actions

**Invisibility.** The wraith magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the wraith wears or carries is invisible with it.

[Chillwraith VTT Token](#)

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# Thornwing Flutterkin

March 10, 2024



Small fey (flutterkin), chaotic evil

**Armor Class** 14 (leather armor)

**Hit Points** 27 (6d6 + 6)

**Speed** 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

**Skills** Perception +3, Stealth +5

**Senses** passive Perception 13

**Languages** Elvish, Sylvan

**Challenge** 1 (200 XP)

**Innate Spellcasting.** The Thornwing Flutterkin's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: [Mage Hand](#)

1/day each: [Mirror Image](#), [Invisibility](#)

**Butterfly Dance.** The Thornwing Flutterkin moves up to its speed without provoking opportunity attacks. During this movement, it

can pass through other creatures' spaces.

**Butterfly Thorns.** When a creature makes a melee attack against the Thornwing Flutterkin, it must make a DC 13 Dexterity saving throw. On a failed save, the creature takes 5 (2d4) piercing damage as the thorns on its wings lash out in defense.

## Actions

**Multiattack.** The Thornwing Flutterkin makes two attacks with its Thorned Stab.

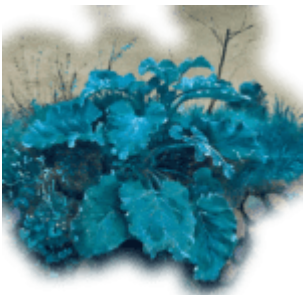
**Ensnaring Flutter (Recharge 5–6).** The Thornwing Flutterkin flutters its thorned wings and releases a cloud of tiny, enchanted thorns in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 9 (2d8) piercing damage and becomes restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Thorned Stab.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

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# Grapplebramble

March 10, 2024



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Large plant, unaligned

**Armor Class** 10

**Hit Points** 39 (6d10 + 6)

**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

**Condition Immunities** blinded, deafened, frightened

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10

**Languages** –

**Challenge** 1 (200 XP)

**Burr Burst.** When a creature makes a melee attack against the Grapplebramble, it must succeed on a DC 13 Dexterity saving throw or become stuck with 1d4 enchanted burrs. While a creature has these burrs attached, it experiences one of the following random effects until all burrs are removed. (Roll 1d4) Once removed, if the creature becomes stuck with more, roll again for a new effect.

1. **Disorienting Whispers.** The burrs emit faint, disorienting whispers that cause the target to become distracted. It has disadvantage on Wisdom saving throws.

2. **Stinging Pain.** The burrs cause intense pain, imposing disadvantage on the target's attack rolls.

3. **Burning Burr.** The burrs ignite, causing 2 (1d4) fire damage each. The effect is instantaneous, after which the burrs turn to ash and need no removal.

4. **Frigid Shivers.** The burr imparts an icy chill, causing the creature to have its speed halved until the end of its next turn unless resistant to cold damage.

## Removing Burrs

Each burr requires an action to remove. When a burr is removed, the creature removing it experiences one of the following effects. (Roll 1d4)

1. **Dizzying Daze.** The removal of the burr leaves the creature momentarily dizzy, causing it to have disadvantage on attack rolls until the end of its next turn.

2. **Thorny Retaliation.** The burr's removal causes it to explode. The creature takes 2 (1d4) piercing damage.

3. **Sticky Residue** Removing the burr causes it to explode into a sticky mess, causing the creature to have disadvantage on Dexterity-based skill checks for 1 minute.

4. **Pollen Sneeze.** A release of pollen from the burr triggers an allergic reaction. The creature must succeed on a DC 13 Constitution saving throw or be blinded until the end of its next turn.

## Actions

**Vine Slam.** Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Dexterity saving throw or become restrained by twisting vines for 1 minute. A target restrained in this way can use an action to make a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check, ending the effect on itself on a success.